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#2

ZUB
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LEGENDS OF BALDUR'S GATE

DUNGEONS & DRAGONS®

TYRANNY of DRAGONS™

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TYRANNY of DRAGONS™

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Letters by **Neil Uyetake**

Edits by **John Barber**

Story So Far...

In the legendary city of **Baldur's Gate**, a young moon elf (and wild mage) named Delina is pursued by stone gargoyles. Casting a spell to fight these monsters, Delina inadvertently brings to life the statue of the **Beloved Ranger—Minsc** and his hamster, **Boo**, are back! Unfortunately, the **Watch** thinks Delina and Minsc are responsible for the deaths the now-smashed gargoyles caused... Running out of escape paths, the group is confronted by two mysterious strangers—**thieves!**

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THE DIFFERENCE BETWEEN SORCERY AND WIZARDRY IS ONE OF "*NATURE*" VERSUS "*NURTURE*."

WIZARDS METICULOUSLY PORE OVER ANCIENT TOMES AND SCROLLS, PRACTICING FOR MANY YEARS TO PERFECT THE VERBAL AND SOMATIC COMPONENTS REQUIRED TO UNLOCK MAGICAL MIGHT.

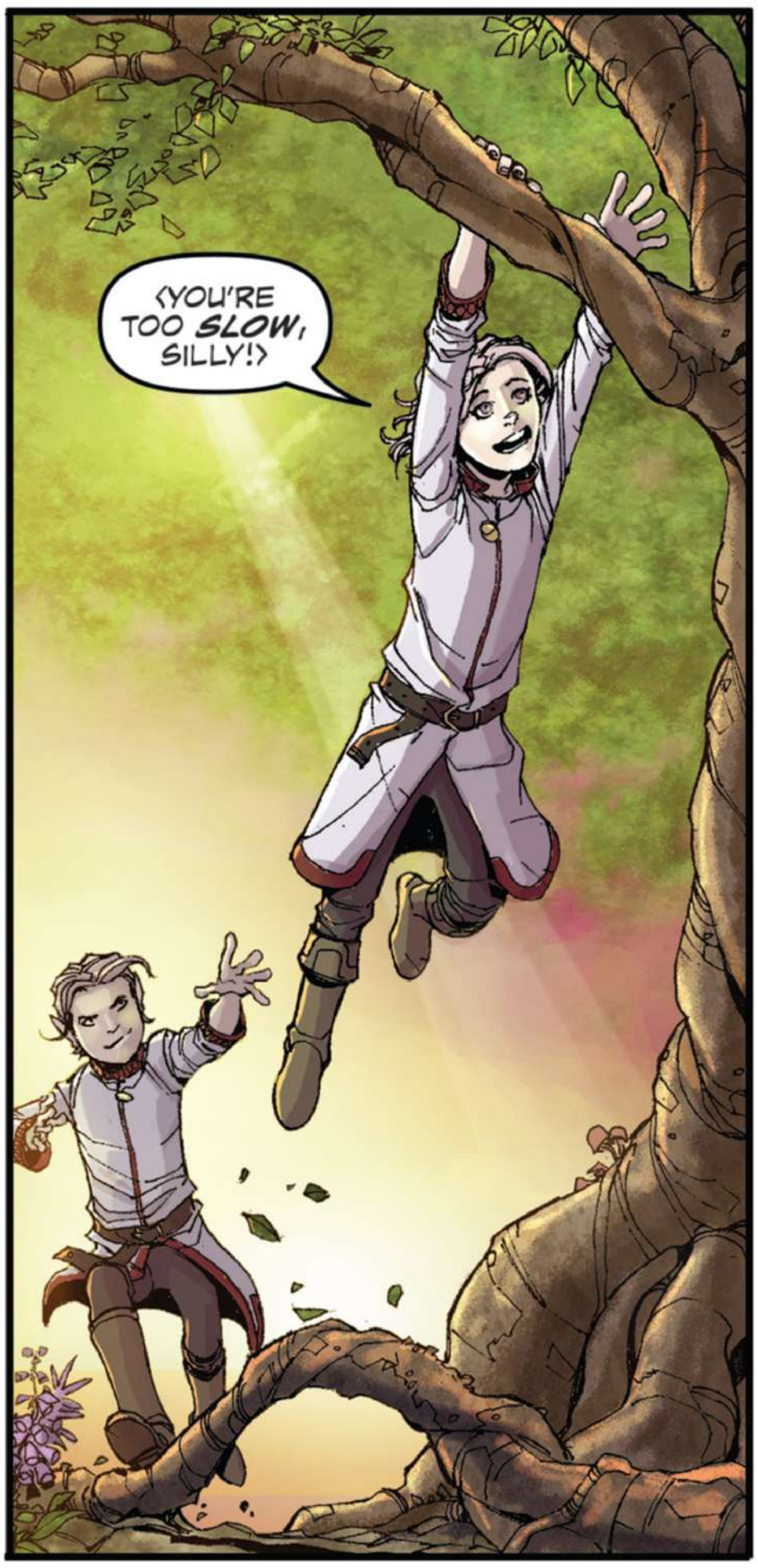
SORCERERS INSTEAD FOCUS ON THE INTERNAL, CONNECTING TO ELDRITCH FORCES THROUGH PURE INSTINCT. A SORCERER'S SPELLS REFLECT A STRANGE AND ALMOST PRIMAL CONNECTION TO THE WEAVE OF POWER THAT PERMEATES THE COSMOS.

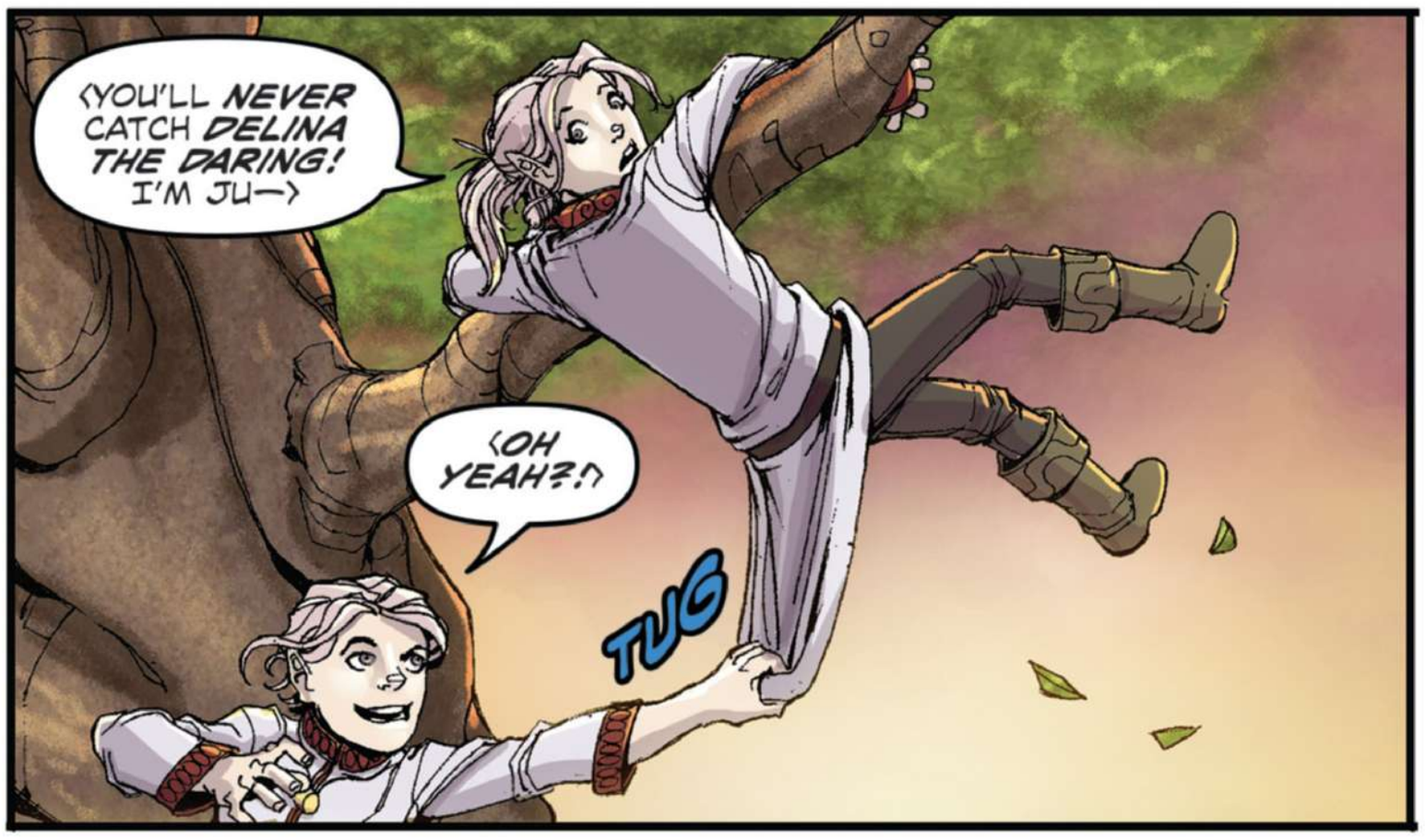
THEN.

NO FAIR, DELINA!

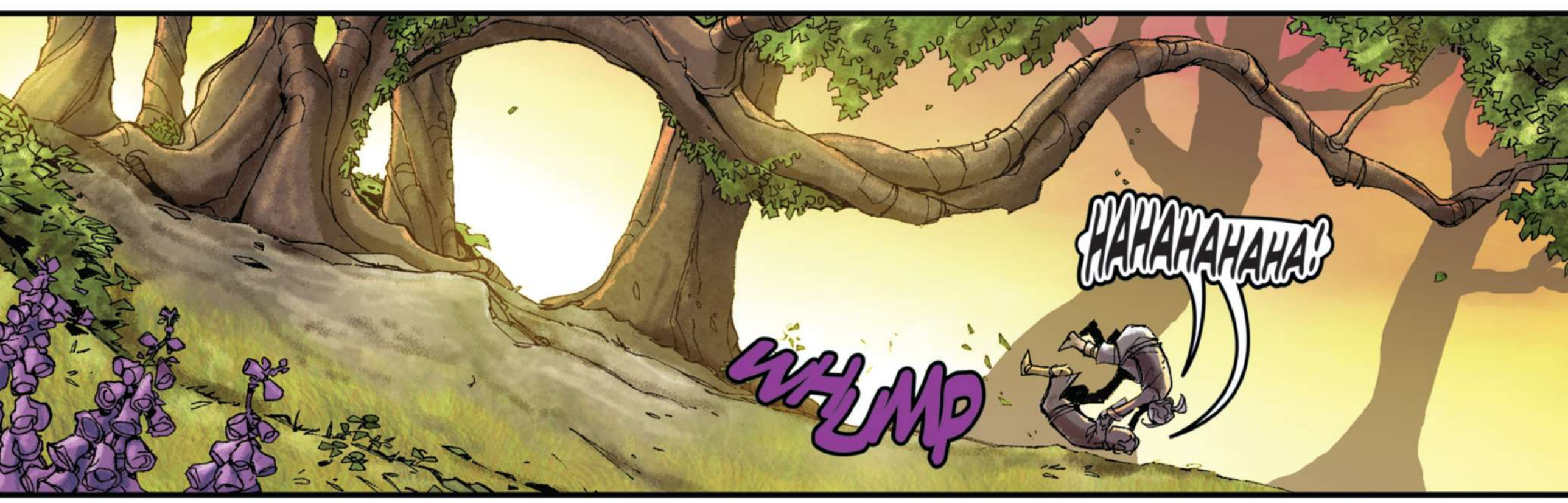
*TRANSLATED FROM ELVISH.

LEGENDS OF BALDUR'S GATE PART 2


〈YOU'RE TOO SLOW, SILLY!〉


〈YOU'LL NEVER CATCH DELINA THE DARING! I'M JU—〉
〈OH YEAH?!〉
TUG

WUHH!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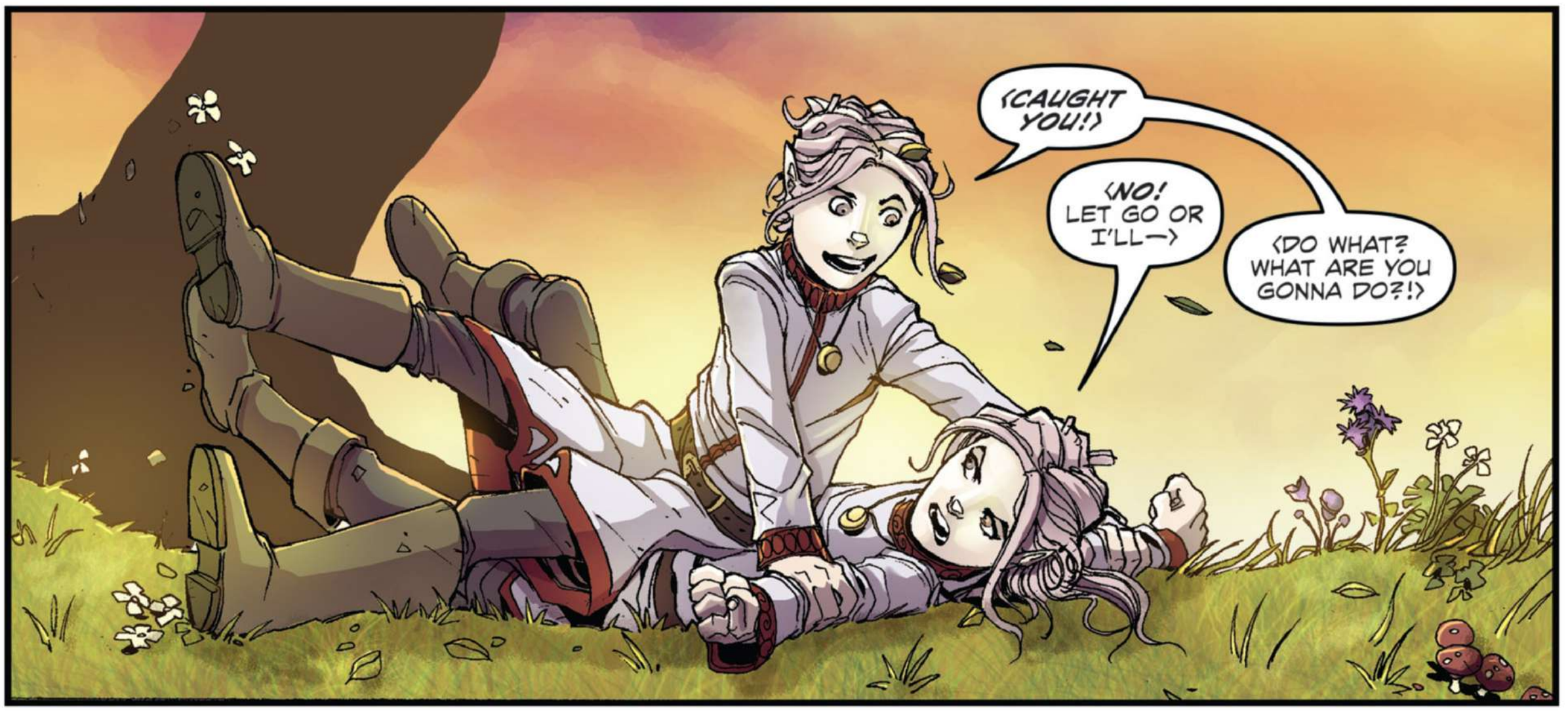
UHUMP


〈CAUGHT YOU!〉
〈NO! LET GO OR I'LL—〉
〈DO WHAT? WHAT ARE YOU GONNA DO?!〉

〈I'M **BIGGER**, I'M **STRONGER**, AND I'M LEARNING **SPELLCASTING**!〉

〈I'LL **ALWAYS WIN**.〉

〈**STOP IT**!〉

〈YOU'RE HURTING MY **WRISTS**!〉

〈IF YOU SHOWED UP FOR **MAGIC STUDY**, MAYBE YOU'D LEARN HOW TO **FIGHT BACK**, HMM?〉

NNNG!

〈I SAID, "**STOP IT!**"〉

ZZZT

AHHH!

〈OWWW!〉

〈H-HOW'D YOU **DO** THAT?!〉

NOW.

STAY BACK! I MEAN IT!

DON'T WORRY, NEERA!

BOO AND I WILL KEEP THESE FOUL THIEVES AT BAY!

"FOUL?"

I'LL HAVE YOU KNOW THAT I SMELL FANTASTIC!

WE'RE NOT GONNA ROB YOU.

IF THE WATCH IS ON YOUR TAIL THEN I'M PRETTY SURE WE'RE GONNA GET ALONG JUST FINE.

THIS WAY!

SPEAKING OF THE WATCH, THEY'RE CLOSING IN SO, IF YOU WANNA ESCAPE, I RECOMMEND YOU FOLLOW US.

IF THEY *LEAD* US TO EVIL, I WILL *SMASH* IT.

IF THEY *ARE* EVIL, I WILL SMASH *THEM.*

SOUNDS GOOD.

BUT, WE DON'T EVEN *KNOW* YOU!

I'M *KRYDLE.*

SHE'S *SHANDIE.*

NOW YOU KNOW US. *SIMPLE,* RIGHT?

CREEEAK

EVERYBODY IN!

I THINK I SAW 'EM GO 'ROUND THE CORNER!

CLICK

GO, *GO!* FIND 'EM!

WELCOME, FELLOW OUTLAWS.

MAKE YOURSELVES AT HOME.

YOU SAID YOUR NAME WAS "CRY DULL"?

"KRYDLE." SAY IT A LI'L QUICKER.

SORRY. KRYDLE.

WHY DID YOU HELP US?

OUR QUESTIONS FIRST, HONEY.

WHY WAS THE WATCH CHASING YOU?

WHAT KINDA TROUBLE ARE YOU IN?

MY TWIN BROTHER DENIAK IS HERE IN BALDUR'S GATE. I NEED TO FIND HIM.

WE'VE SHARED A POWERFUL MYSTIC BOND SINCE WE WERE BORN. ABOUT A WEEK AGO I FELT A CHILL WASH OVER HIM, A STRANGE DARKNESS LIKE I'VE NEVER FELT BEFORE.

I DON'T KNOW EXACTLY WHAT IT IS, BUT HE'S IN SOME KIND OF DANGER.

I ARRIVED IN THE CITY LAST NIGHT AND WAS AMBUSHED BY A PAIR OF DEADLY GARGOYLES.

THEY SLEW TWO GUARDS ON PATROL BEFORE I COULD STOP THEM.

MINSC HERE SAVED ME BUT, WHEN THE WATCH CAME, THEY BELIEVED WE'D COMMITTED THE MURDERS, SO WE RAN.

SO YOU AND YOUR SWORD-SLINGING ***BOYFRIEND*** ARE SEARCHING FOR A SIBLING AND ON THE RUN FROM THE LAW.

HE'S ***NOT*** MY ***BOYFRIEND!***

WE ARE ***MINSC*** AND ***BOO, WARRIORS OF GREAT JUSTICE!***

SQUEE!

=CHOKE=

A ***RAT!***

THIS IS NO RODENT, MADAM!

COO

BOO IS A ***MINIATURE GIANT SPACE HAMSTER*** OF ***GREAT*** COURAGE AND ***WISE*** WISDOM!

MINSC, ***MINSC...*** WHERE HAVE I ***HEARD*** THAT ***NAME*** BEFORE?

AND I'M ***DELINA.*** A... UH... ***SORCERESS.***

NEERA. YOUR NAME IS ***NEERA.***

RIGHT. ALSO KNOWN AS ***"NEERA."*** IT'S A BIT COMPLICATED.

CAN YOU ***HELP*** US?

KRYDLE THIEVES CANT: WHAT DO YOU THINK? NOT MUCH COIN POTENTIAL. LOOKS LIKE A CHARITY CASE.

SHANDIE THIEVES CANT: I CAN'T STAND TO SEE AN ELF ***CRY.*** LET'S JUST DO IT.

=SIGH=

MY INTREPID PARTNER AND I WILL HELP YOU SNEAK OUT OF THE ***UPPER CITY***, HERE WHERE ALL THE HOITY-TOITYS LIVE, DOWN TO THE ***LOWER CITY***, WHERE THE WATCH WILL HAVE TROUBLE FINDING YOU.

ONCE YOU'RE THERE IT'LL ALSO BE A LOT EASIER TO FIND ***INFO*** ON WHERE YOUR BRO MIGHT BE HOLED UP.

THANK YOU!

YOU ARE ***ROGUES*** OF ***GREAT HONOR!***

SQUEE!

NOW, NOW. I WOULDN'T GO ***THAT*** FAR.

SNEAKING BETWEEN DISTRICTS AIN'T ***EASY*** OR ***CHEAP***, SO I HOPE YOU'VE GOT SOME ***GOLD*** ON HAND.

EVERYTHING HAS A PRICE HERE IN BALDUR'S GATE.

SHANDIE'S NOT KIDDING.

THE TENSIONS OF THE "***HAVES***" AND THE "***HAVE-NOTS***" IN THE UPPER AND LOWER CITIES ARE SOME OF THE WORST I'VE EVER SEEN.

POLITICS ARE BURNING ***HOT***. EVERYBODY'S ON EDGE.

AND NOW WITH ***TWO DEAD GUARDS*** AND A PAIR OF ***MISSING MURDERERS***...

...I'M SURE THE WATCH HIGHER-UPS WILL GET QUITE A ***TONGUE-LASHING*** BY SUN'S LIGHT.

THE WATCH CITADEL.

PREPOSTEROUS!

YOU'RE TELLING ME SOMEONE ***KILLED TWO GUARDS***, ***REMOVED A NINE-FOOT-TALL STATUE*** AND THEN JUST... ***DISAPPEARED?***

THERE'S A CHANCE IT WAS TWO ***DIFFERENT*** INCIDENTS BUT WE BELIEVE THEY'RE ***RELATED***, DUKE RAVENGUARD.

THE WATCH SCOURED THE UPPER CITY AS BEST WE COULD, BUT WE COULDN'T AWAKEN PATRIARS TO CONDUCT A DOOR-TO-DOOR SEARCH. THE NOBLES WOULDN'T ***STAND*** FOR SUCH ***INTRUSION!***

SO NOW YOU NEED THE ***FLAMING FIST COMPANY*** TO COME ***CLEAN UP*** THE WATCH'S MESS AGAIN, IS THAT RIGHT?

WITH ALL ***DUE RESPECT***, YOUR GRACE!

TWO OF MY MEN ARE ***DEAD***. THE ***MURDERERS*** ARE STILL AT LARGE. THOSE ARE THE ***FACTS***.

FINE.

BOTH THE WATCH ***AND*** FLAMING FIST WILL CONDUCT A MANHUNT TO APPREHEND THESE ***CRIMINALS*** AND RETURN THE BELOVED RANGER STATUE TO THE WIDE IN THE NAME OF ***PUBLIC SAFETY.***

IS THERE ANYTHING *ELSE*?

MY GRACE, HAVE YOU BEEN BRIEFED ABOUT REPORTS OF *DRAGON ATTACKS* ON VARIOUS VILLAGES TO THE NORTH?

IT'S QUITE *SHOCKING*.

I'M UP TO DATE, *YES*.

THE REPORTS ARE *ALARMING* BUT, FROM WHAT I'VE BEEN TOLD, THEIR TARGETS THUS FAR HAVE BEEN *SMALL* AND *POORLY DEFENDED*.

THIS CITY, THANKFULLY, IS *NEITHER*.

IF WE RECEIVE REQUESTS FOR *AID* OR *MILITARY SUPPORT* FROM OTHER CITIES ON THE SWORD COAST, WHAT WILL YOU RECOMMEND TO THE *COUNCIL OF FOUR*?

BALDUR'S GATE HOLDS A *DELICATE BALANCE* THAT REQUIRES *ALL* OF OUR PRECIOUS RESOURCES TO *MAINTAIN*. THAT'S THE GREATER GOOD.

UNTIL WE DEAL WITH THE *CRIME* RUNNING *RAMPANT* ON OUR STREETS AND *SCUTTLING* IN TUNNELS BELOW OUR FEET, WE CAN'T WORRY ABOUT CHAOS HAPPENING *OUTSIDE* THESE WALLS.

THE *UNDERCELLAR*, HOME OF THE FETCHER.

WELL, IF IT ISN'T *KRYDLE* AND *SHANDIE*...

...TWO OF MY *FAVORITE* SCOUNDRELS!

HISSS

MY *HAMSTER* DOES NOT *LIKE* YOU, *LARGE MAN!*

YOUR *FRIEND* HERE...

...YOU THINK I DON'T *KNOW*?

WH-WHAT DO YOU *MEAN*?

LAST NIGHT THE *BELOVED RANGER* STATUE WAS *STOLEN* FROM THE WIDE.

TODAY THIS *COMEDIAN* FRIEND OF YOURS DRESSES UP LIKE THE *LEGENDARY* HERO TO GET A FEW *LAUGHS*.

IT'S *DROLL*, REALLY.

PLEASE TELL ME YOU'RE NOT TRYING TO *FENCE* A *HUGE STONE STATUE*...

NO, OF *COURSE* NOT! THAT'S *CRAZY!* YOU KNOW I DON'T WORK LIKE THAT...

JUSTICE IS *NOT* COMEDY.

JUST LEMME *HANDLE* THIS, OKAY?

WHAT WE'RE HERE FOR IS *INFORMATION* ON A *MISSING PERSON* AND *SAFE PASSAGE* FOR A COUPLE *FRIENDS* OF MINE BETWEEN UPPER AND LOWER.

EXACTLY. WHAT *HE* SAID.

"*SAFE PASSAGE.*"

WORRIED ABOUT BEING *SEEN*?

DON'T GIVE HER THAT *GITCHY EYE*, OSGUR!

JUST NAME YER *DAMN PRICE* AND LET'S GET THIS *OVER* WITH!

"SHANDIE THE *CHARMING*"...

VERY WELL. *WHO* ARE YOU LOOKING FOR?

KIDNAPPED?

A PALE-SKINNED LIGHT-HAIRED *ELF*. HER *TWIN*. HE GOES BY THE NAME "*DENIAK*." WE THINK HE MIGHT BE IN *TROUBLE*.

COULD BE.

HMMM.

SKRITCH SKRITCH SKRITCH

I WILL DO THIS FOR YOU, MY FRIENDS.

INFORMATION ON THE *ELF*. A *SECURE ROUTE* TO THE *SHADY SIDE* OF BALDUR'S GATE.

NO *GOLD*. NO *GEMS*. NO *DEBT* HANGING OVER YOUR HEAD...

IF YOU HAND-DELIVER THIS *LETTER* TO A *CERTAIN* MEMBER OF THE *PARLIAMENT OF PEERS.*

WHO?

DON'T *TEST* ME, BOY... YOU *KNOW* WHO.

GRAB

AGREED.

A *PLEASURE* DOING BUSINESS!

WE'LL SEE YOU ALL AGAIN *SOON!*

incomprehensible mutters scribbles swears incomprehensible mutters scribbles swears

SLAM

THAT'S THE ONE. DENIAK'S *TWIN SISTER.*

I *TOLD* YOU I'D FIND YOUR LITTLE *TROUBLEMAKER* FOR THE RIGHT *PRICE.*

IF WE *CAPTURE* HER, THEN *DENIAK* WILL COME TO *US.*

DO WHATEVER YOU'D LIKE. I'M *NOT* INVOLVED.

JUST MAKE SURE *KRYDLE* STAYS UNHARMED ENOUGH TO CARRY OUT THE LITTLE *ERRAND* I GAVE HIM...

WHAT WAS *THAT* ALL ABOUT? CAN WE *TRUST* HIM?

LESS TALKIN'. *MORE* WALKIN'.

BOO'S *NOSE OF JUDGMENT* IS *FLAWLESS*.

IF *HE* DIDN'T LIKE THE *WALRUS-FACED MAN*, THEN HE'S *NOT* TO BE TRUSTED.

OKAY...

WE CAN DISCUSS ALL THIS WHEN WE'RE SOMEWHERE—

—SAFE?

DIDJA *HEAR* THAT?!

AMBUSH!

IMMOBILIZE THE *WARRIOR* WHILE I *GRAB HER!*

CLOAKED EVIL!

STAY BA-*AGH!*

SHUNK

OH NO, YOU *DON'T!*

KLANG

IDIOTS ALWAYS FORGET TO LOOK *DOWN...*

NG'AH!

SLASH

SURPRISE!

NNNG—

ZZZZAP

AHHH!

SLICE

NICE ONE!

NOW, LET'S-ARRH!

DO YOU THINK YOUR TINY CURVED *PIG-POKER* WILL STOP MY *CHOKE OF JUSTICE*?!

=GACK=

INCORRECT!

THE ANSWER IS "*NO!*" IT WILL *NOT!*

A SPELLCASTER LIKE YOUR *BROTHER*, EH?

INTERESTING...

MAGIC MISSILE!

AHHH!
VOK
VOK
VOK
NEERA!
OOF!
KA-FWHUMP
OUR ADVANTAGE HAS *PASSED*, BROTHERS!
FLEE!
SLASH
THAT'S *RIGHT*, YA DOGS! *RUN*!
IF WE SEE YA *AGAIN*, YER *DEAD MEAT!*

ARE YOU *OKAY*? SHOULD WE PREPARE A *HEROIC FUNERAL*?

I'M QUITE *SORE*, BUT IT'LL PASS. I'M *NOT* DYING.

GARGOYLES, CLOAKED *BADDIES*... WHATEVER YOUR BROTHER'S WRAPPED UP IN HERE, IT AIN'T *GOOD*.

THAT STOLEN *STATUE* THE FETCHER TALKED ABOUT... THAT'S *YOU*, RIGHT?

YOU'RE *MINSC*, THE *BELOVED RANGER!*

I AM *MINSC* AND QUITE *BELOVED*, BUT I DO *NOT* KNOW WHAT *STATUE-NESS* YOU SPEAK OF, MADAM.

WHERE'D YA *COME* FROM?

RASHEMEN!

HOW'D YA *GET* HERE?

WALKING?

HE DOESN'T HAVE THE *ANSWERS* YOU'RE LOOKING FOR, SHANDIE. IT'S ALL A BIG *MESS*.

I'M NOT JUST A *SORCERESS*... I'M A *WILD MAGE*.

WHEN I FOUGHT THE GARGOYLES IN THE MARKET LAST NIGHT, MY BIG DEFENSIVE SPELL FLEW *OUT OF CONTROL* AND... THE STATUE... WELL... IT BECAME *MINSC*.

SQUEE!

AS MUCH AS I'D ***LOVE*** TO GET TO THE ***BOTTOM*** OF THIS RIGHT NOW, I'VE GOTTA GO.

THE ***PARLIAMENT OF PEERS*** IS HAVING A BIG ***SOCIABLE*** AT SUNDOWN. I'VE GOTTA DELIVER THIS ***LETTER*** OR ELSE WE WON'T BE ABLE TO ***SMUGGLE*** YOU PAST THE GUARD POSTS OR FIND DELINA'S ***BROTHER.***

STAY ***HERE.*** STAY ***SAFE.***

KA-CHAK

I FEEL SO ***BAD*** ABOUT ALL THIS. ***NOTHING*** EVER WORKS THE WAY I PLAN IT OUT.

THE PATHWAY TO GOODNESS IS ***FRAUGHT*** WITH ***STICKY BITS.*** TOGETHER WE WILL ***UN-STICK*** THEM.

DO YOU KNOW WHO KRYDLE IS GOING TO SEE?

YEAH... IT'S NOT GONNA BE PRETTY.

KRYDLE DOES EVERYTHING HE CAN TO ***DISTANCE*** HIMSELF FROM HIS... HOW DO I PUT IT... ***SECRET HERITAGE.***

MOST PEOPLE WOULD BE ***HAPPY*** TO KNOW SOMEONE ON THE ***PARLIAMENT OF PEERS***, BUT KRYDLE HATES ALL ***NOBILITY...***

...ESPECIALLY HIS ELF DAD, ***CORAN.***

CORAN!

BONK

MY ***FRIEND*** AND ***ALLY!***

WICKED OF ***WIT*** AND BOLD OF ***BLADE!***

WE'LL *FIND* CORAN AND HE WILL *HELP* US!

C'MON, BOO! IT'S *PARTY-TIME!*

SQUEEEEEE!

TO BE CONTINUED!

NEXT ISSUE!

A KNOCKDOWN BRAWL AT A NOBLE PARTY, A FRANTIC CHASE ALONG THE ROOFTOPS, KIDNAPPING, EXTORTION, AND MONSTERS APLENTY... YUP, JUST ANOTHER DAY IN BALDUR'S GATE.

LEGENDS OF

BALDUR'S GATE

DUNGEONS & DRAGONS

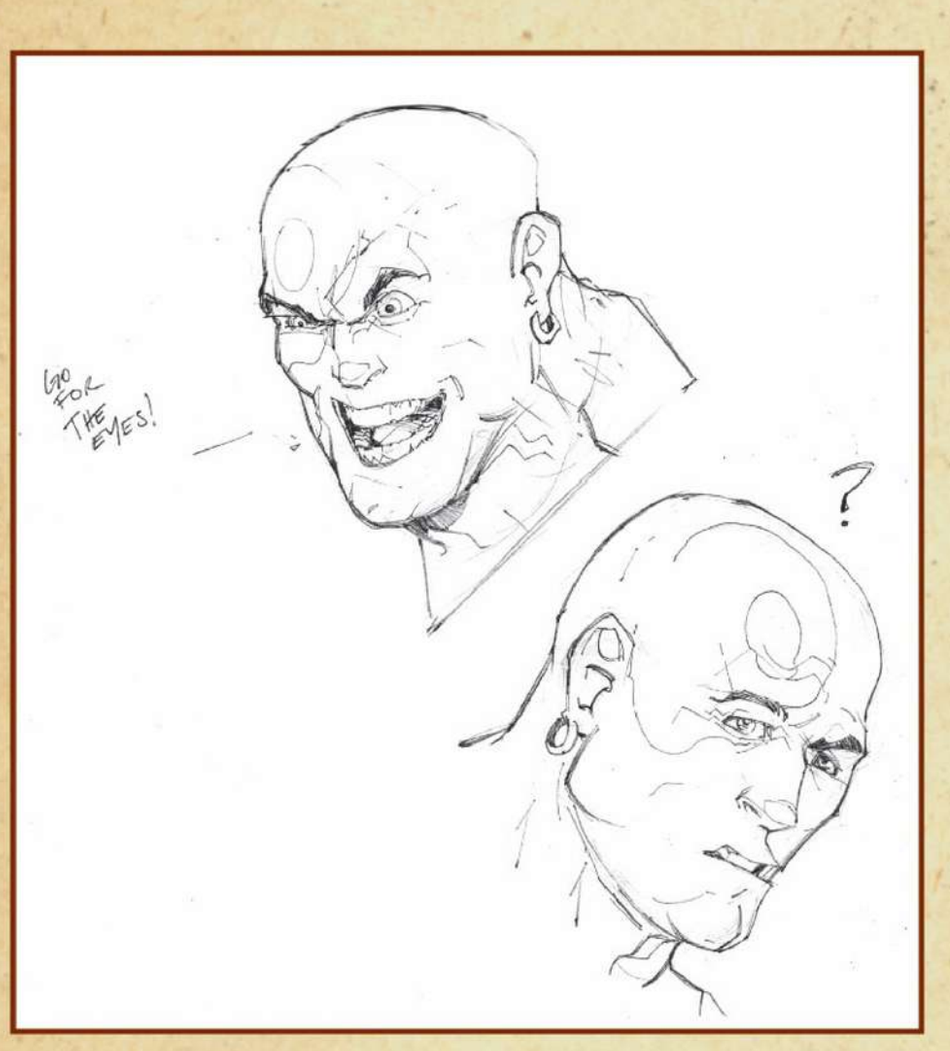
TYRANNY of DRAGONS™

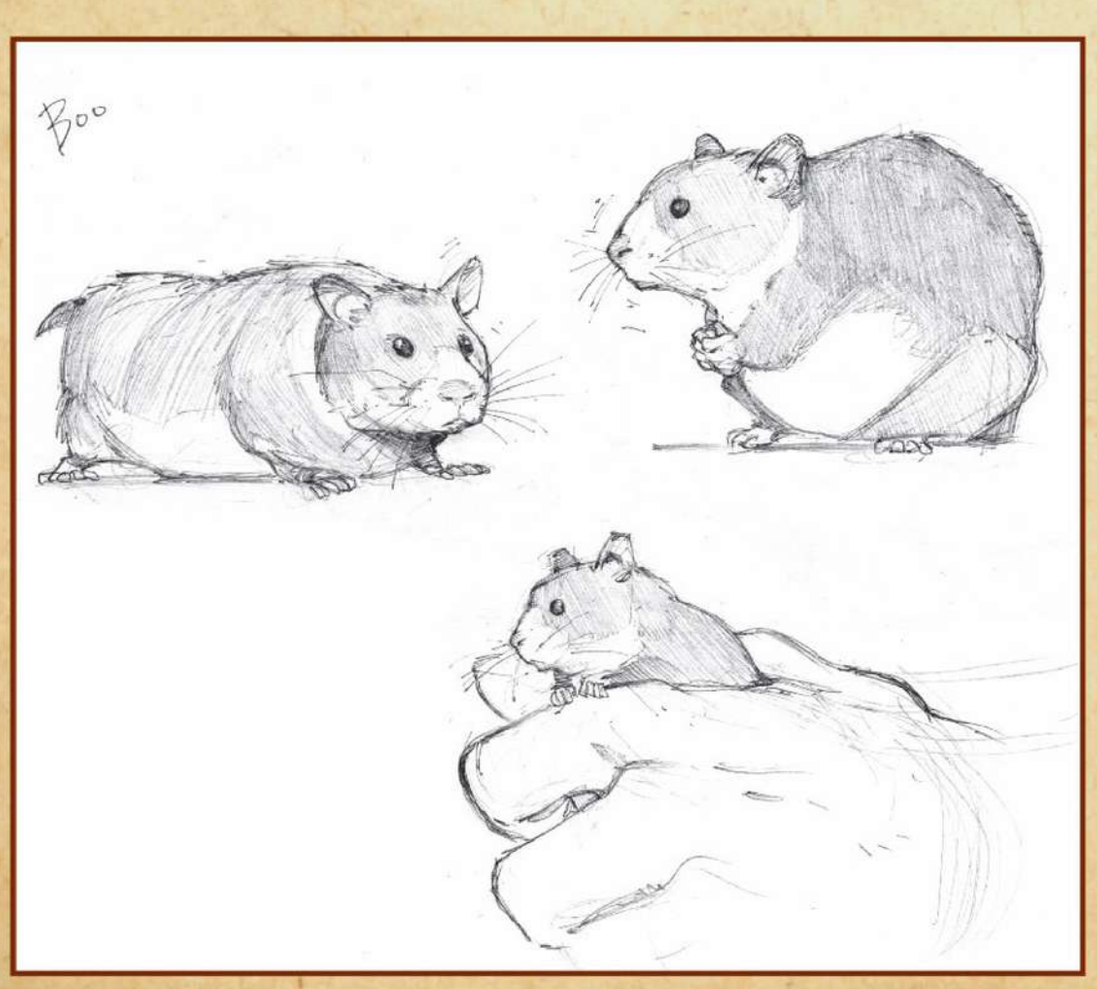
Behind The Scenes In Baldur's Gate

Welcome back to issue 2 of *Dungeons & Dragons Legends of Baldur's Gate*! I'm your editor, John, and I hope you've been enjoying the ride so far!

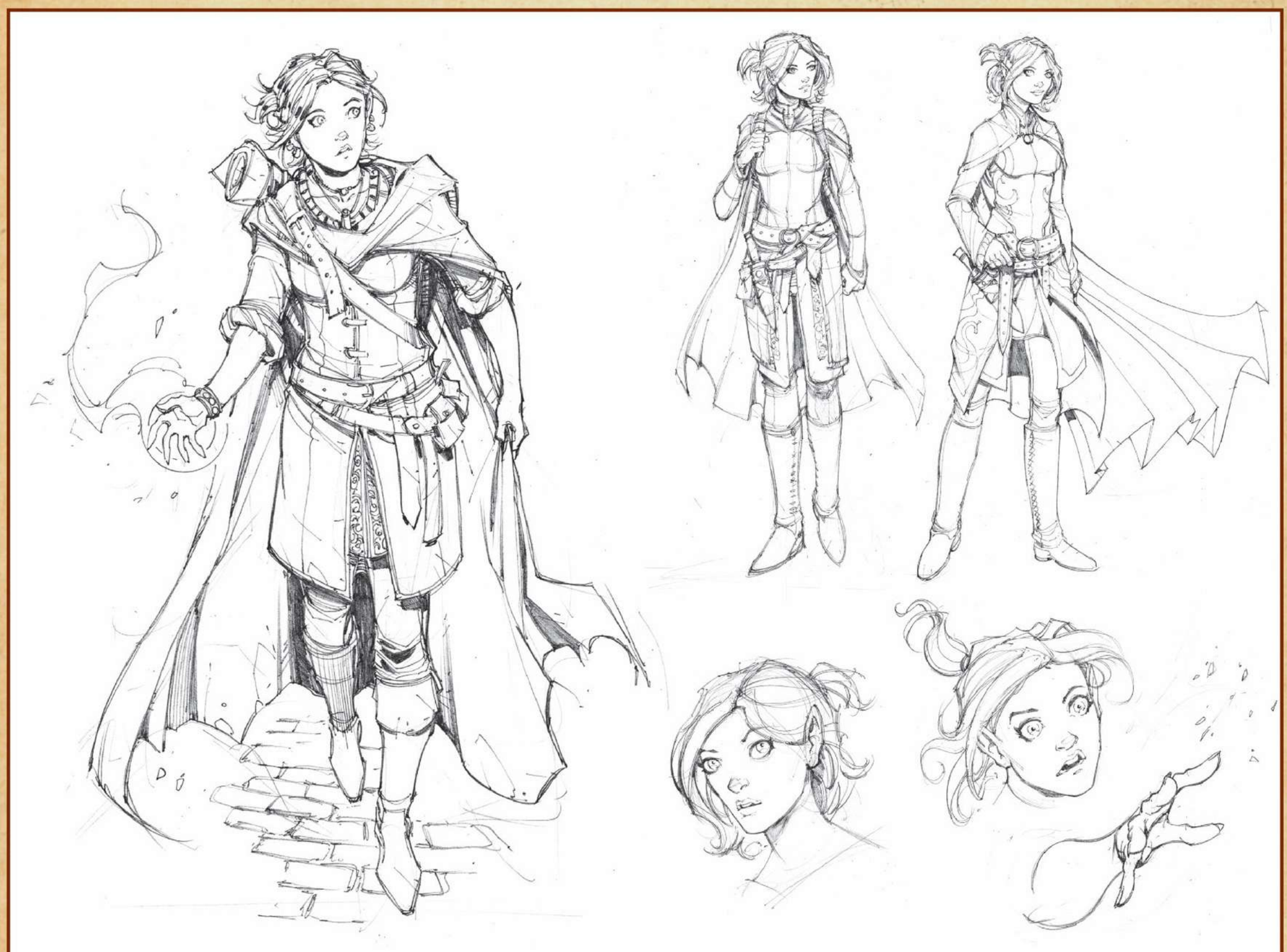
Last issue we heard from writer Jim Zub—this time, I thought it'd be fun to peek behind the curtain and see what artist Max Dunbar cooked up to get this series going.

A comic is only as good as its characters, and we were pretty lucky to get our mitts on Minsc and Boo, two classic fan-favorite characters whom we hadn't seen for a while. A long while, in-story, as they'd been a statue for about a century. When we were just starting out on this comic, Max sketched up the Beloved Ranger and his hamster friend...

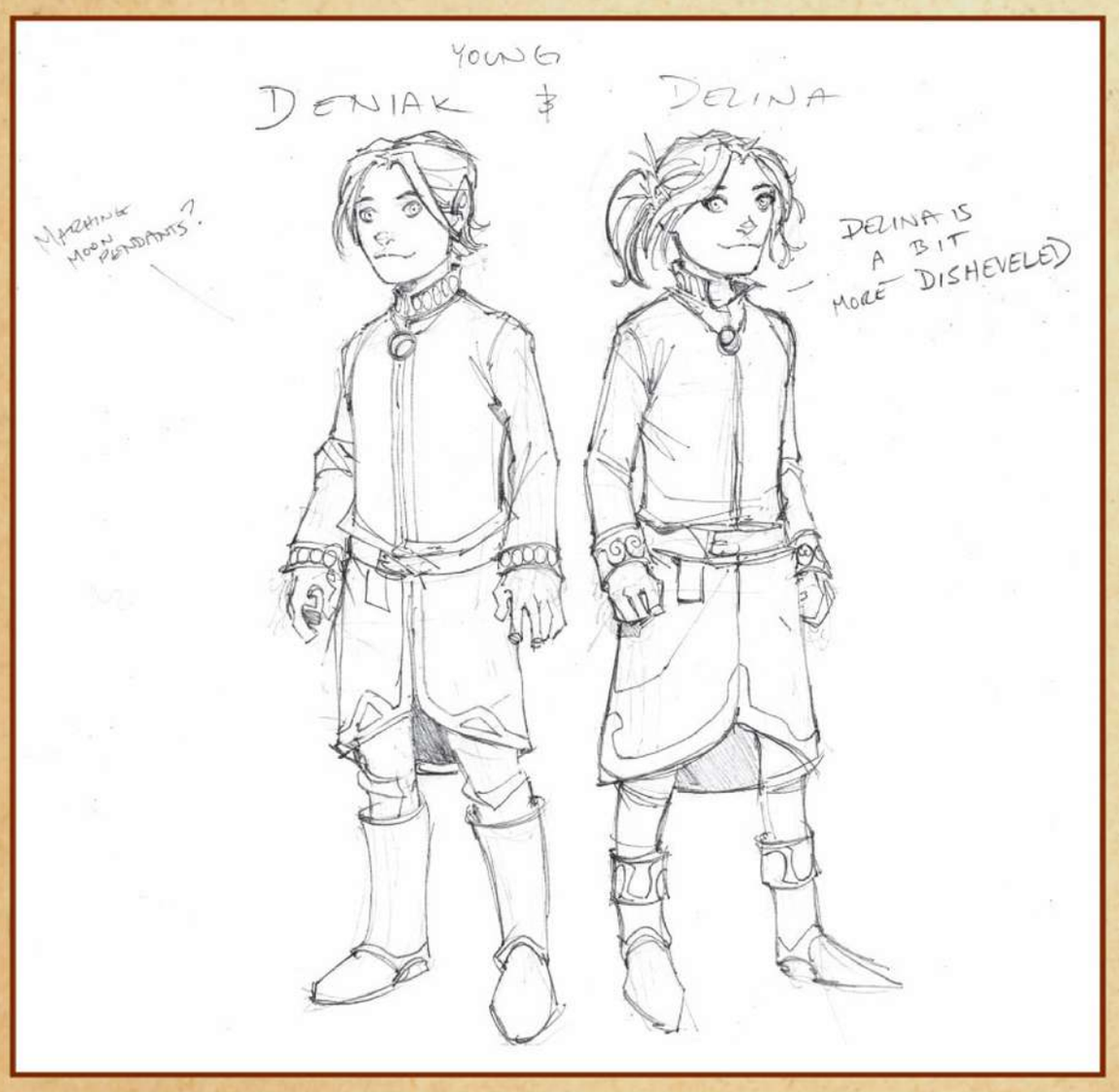


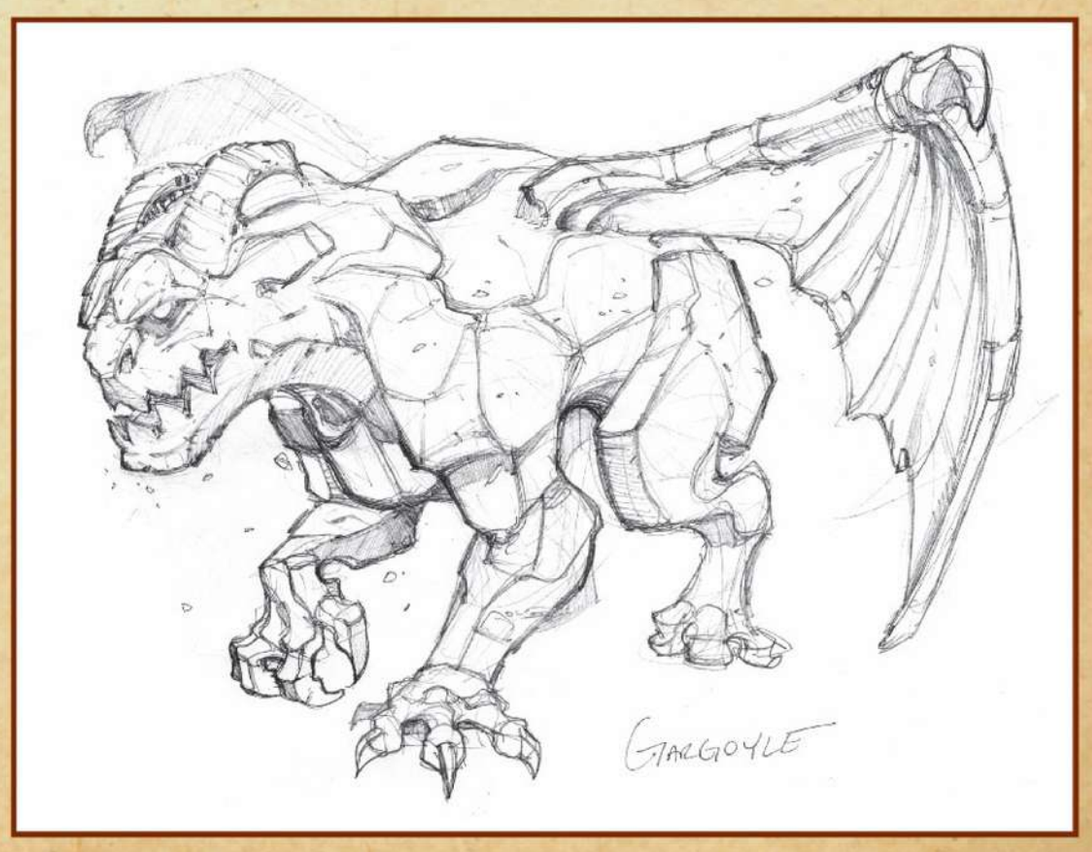


Jim's plot also included many all-new characters, including Delina, whom we met last issue battling a gargoyle. Based on Jim's description and the outline of the story, Max set to work designing Delina.



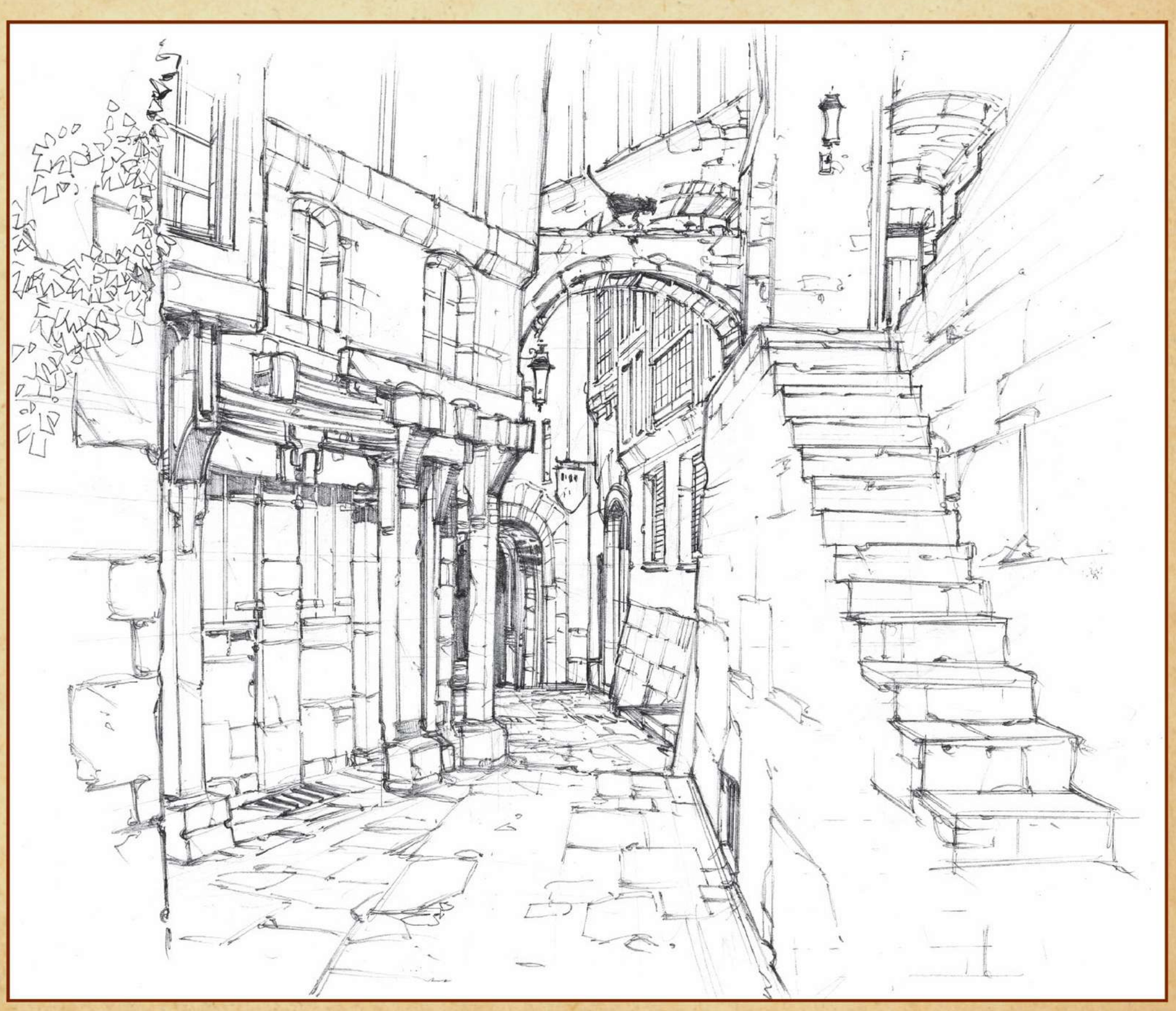
Jim Zub's description:
Delina is a teenage (or the elvish equivalent) sorceress with an inquisitive mind and fearless personality. Her pale skin and hair may give off the initial impression of vulnerability, but she carries great strength within.



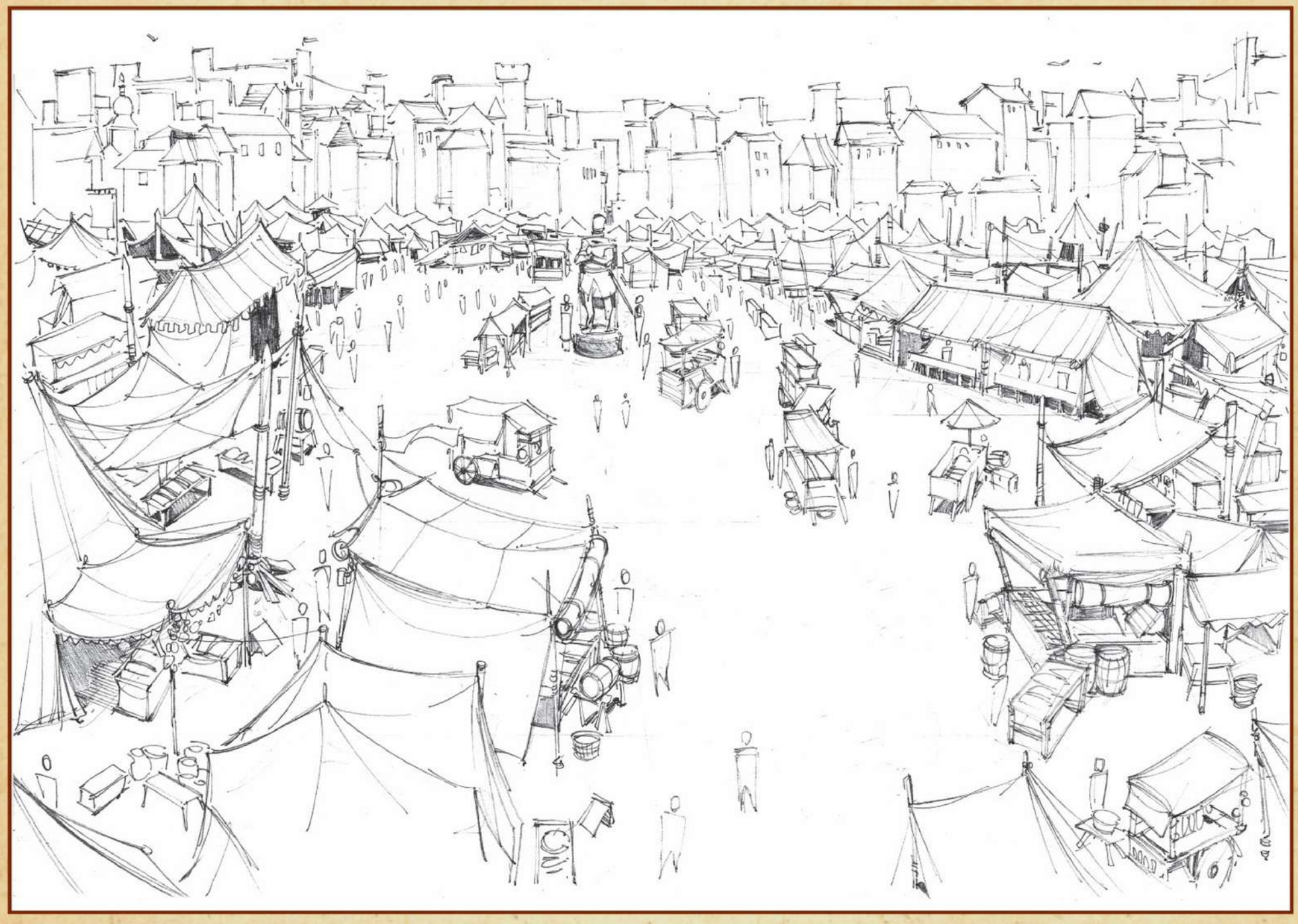


Of course, the comic wouldn't be *Legends of Baldur's Gate* if the city of Baldur's Gate wasn't a character… and Max spared no effort in his renderings of our story's setting!

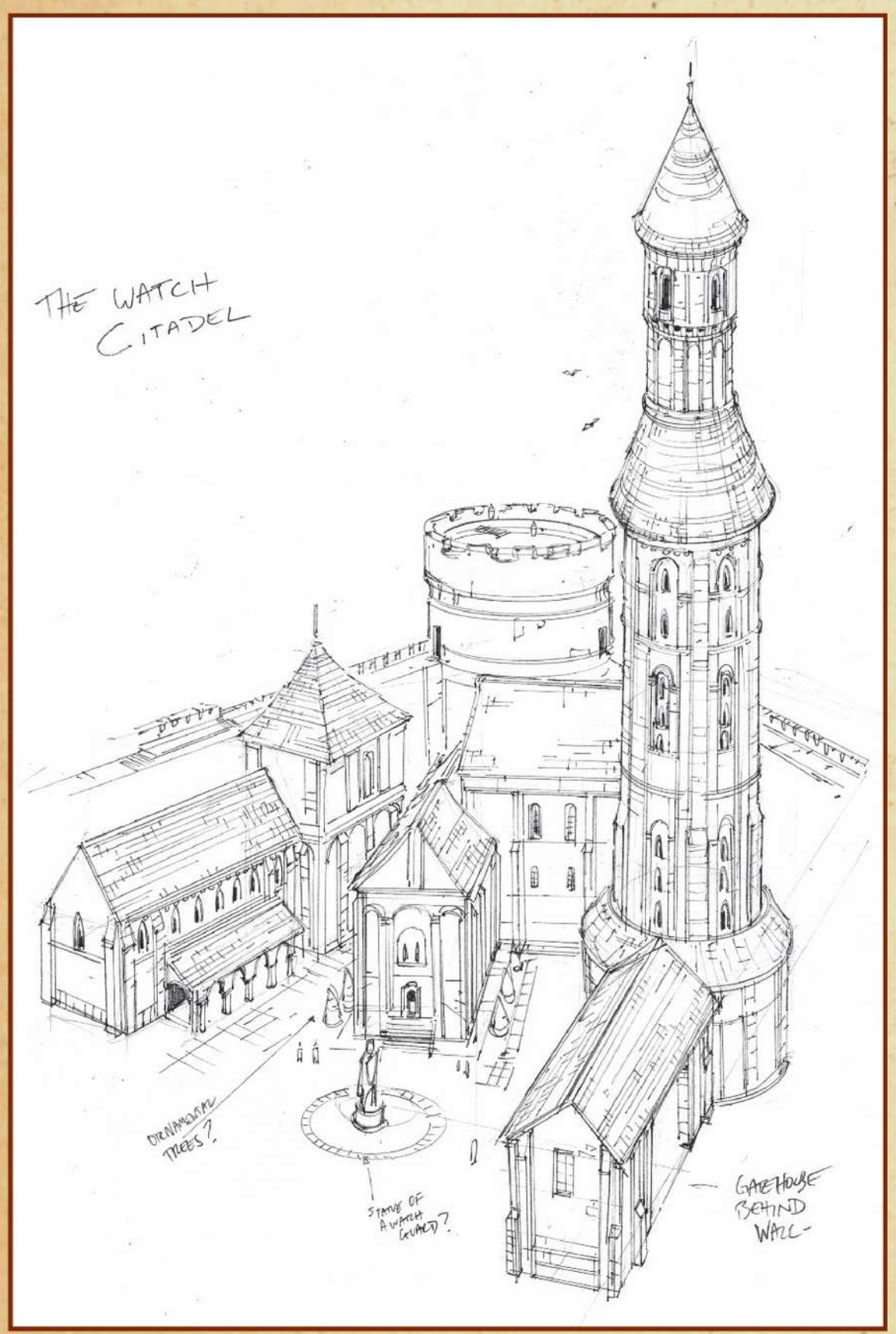
The lovely upper city…



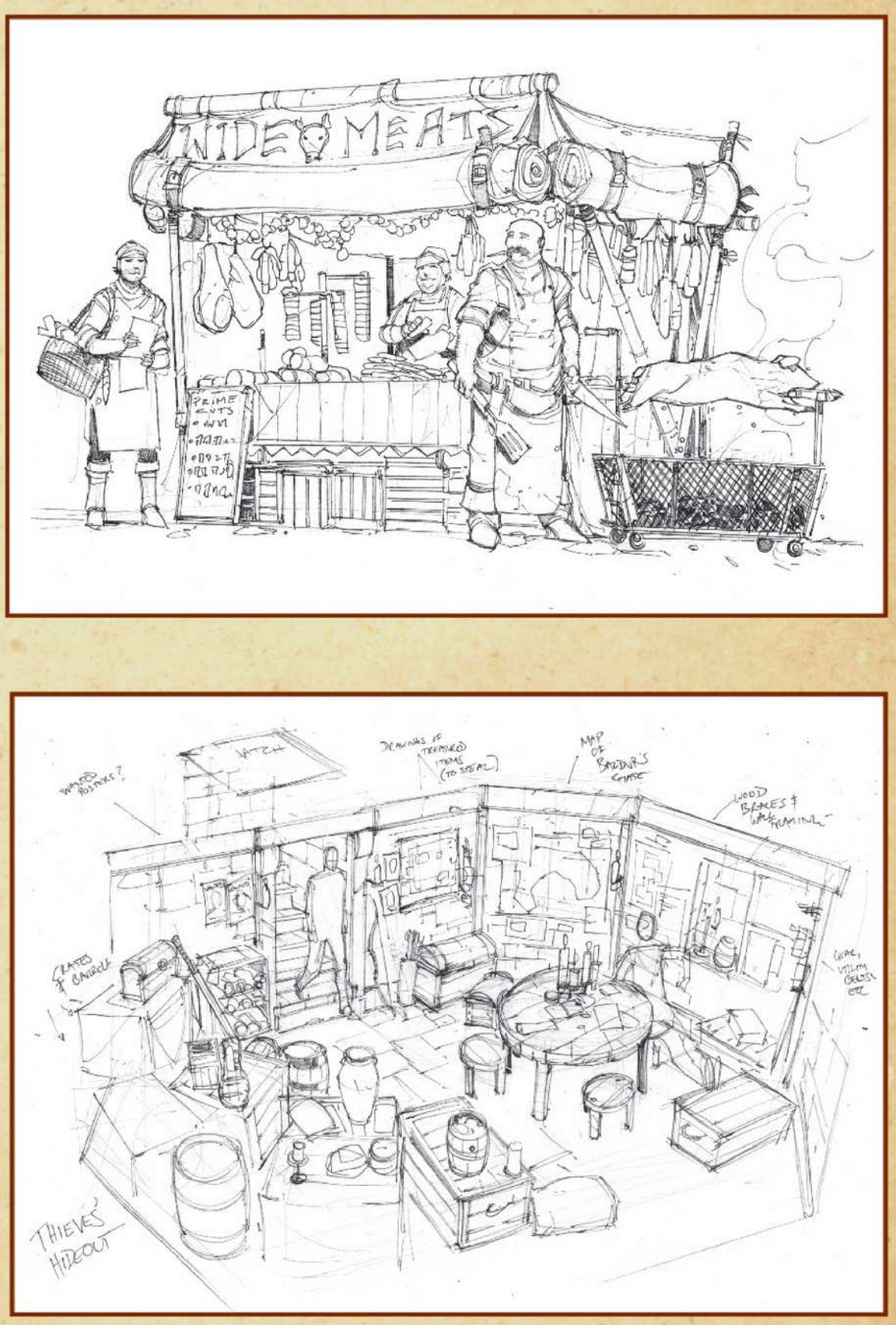
…and the seedy lower city.



The Wide.



The Watch Citadel.



The thieves' hideout.

SEND US YOUR LETTERS:
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